

# AppLovin Pokkt Mediation

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## Prerequisites

- Please create account at [www.applovin.com](http://www.applovin.com)
- Please read instructions at <https://www.applovin.com/index#iOSIntegration> to integrate your iOS application with AppLovin
- Please read instructions at <https://www.applovin.com/index#IOSRewardedVids> to show rewarded video ads in your application.

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## Configuration in Application

- The downloaded zip file will contain an api\_docs folder, a headers folder, and a libAppLovinSdk.a file.
- To add the SDK to your application, simply drag the libAppLovinSdk.a file and headers folder to your Xcode project.
- Go to your Project Settings. Select Info, click on one of the rows of Custom iOS Properties and click the + to add a new row. The key of the new row key should be AppLovinSdkKey and the value should be "xxxx-xxxx":
- Link the following framework in to your project:
  - AdSupport
  - AVFoundation
  - CoreTelephony
  - CoreGraphics
  - CoreMedia
  - StoreKit (NEW)
  - SystemConfiguration
  - UIKit

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## Code changes

- Create a class which implements Pokkt's AdNetwork protocol.
- This class can also implement AppLovin delegates like

- rewardValidationRequestForAd
  - videoPlaybackBeganInAd
  - videoPlaybackEndedInAd
  - wasDisplayedIn
  - wasHiddenIn
  - didLoadAd
  - wasClickedIn
- Pokkt SDK's PokktNetworkDelegate methods should be mapped from your newly created class methods.
    - didFailedVideoDownload
    - didFailedVideoDownload
    - onVideoClosed
    - onVideoCompleted
    - onVideoDisplayed
    - onVideoGratified
    - onVideoSkipped
  - Sample implementation of this class is included in release.
  - Now the last part, please declare this class name should be declared in your Pokkt account Dashboard.